

LESSON PLAN

Period	Date	Topic	Unit No.	Teaching Methodology	Remarks	Corrective Action Upon Review
		Unit 1 Problem Solving	I	CRJ		
4	29/12	Definition of a Problem	I	CRJ		
4	29/12	A Framework for Problem Solving	I	CRJ		
1	30/12	Classification and Referring	I	CRJ		
2	30/12	Algorithming	I	CRJ		
3	31/12	Flowchart	I	CRJ		
4	5/1	Pseudo-code	I	CRJ		
4	5/1	Introduction to Rapid Tool	I	CRJ		
1	6/1	Program Development Steps	I	CRJ		
2	6/1	Computer Language Machine, Symbolic	I	CRJ		
3	7/1	and High-level Language	I	CRJ		
3	7/1	Creating and Running Programs: compiling	I	CRJ		
3	12/1	editing, compiling, linking & executing	I	CRJ		
4	19/1	C-Fundamental character set	I	CRJ		
4	19/1	C-Tokens, Identifier, Keyword	I	CRJ		
1	20/1	Data types, Constant variables	I	CRJ		
2	20/1	Declarations, Expressions, Statement	I	CRJ		
3	21/1	C-operators	I	CRJ		

4	9/2	Control structures. if statement.	<u>II</u>	CT		
4	9/2	if...else, nested if.	<u>II</u>	CT		
1	10/2	else-if ladder, switch.	<u>II</u>	CT		
2	10/2	Iterative loops. while, do-while,	<u>II</u>	CT		
3	11/2	for statement,	<u>II</u>	CT		
4	16/2	event and counted controlled loops	<u>II</u>	CT		
1/2	17/2	looping application	<u>II</u>	CT		
4	23/2	break statement, continue statement	<u>II</u>	CT		
4	23/2	goto statement	<u>II</u>	CT		
4	23/2	common statement	<u>II</u>	CT		
		<u>unit - III</u>				
3	25/2	Functions, boxing	<u>III</u>	CT		
3	25/2	parameters, passing	<u>III</u>	CT		
4/4	1/3	Storage classes extern, auto,	<u>III</u>	CT		
1	2/3	register, static scope rules,	<u>III</u>	CT		
2	2/3	block structure,	<u>III</u>	CT		
3	3/3	user defined functions.	<u>III</u>	CT		
4	8/3	standard library functions	<u>III</u>	CT		

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1	9/3	recursive functions,	<u>II</u>	CT		
2	9/3	recursive solutions	<u>II</u>	CT		
4	10/3	linked list, example programs	<u>III</u>	CT		
4	10/3	passing 1D arrays 2D array to fun	<u>II</u>	CT		
1	16/3	parameter passing mechanism	<u>II</u>	CT		
2	16/3	String Array	<u>III</u>	CT		
2	16/3	Concepts, declaration,	<u>II</u>	CT		
3	17/3	accessing elements	<u>II</u>	CT		
3	17/3	storing elements	<u>II</u>	CT		
4	22/3	string handling functions	<u>II</u>	CT		
4	22/3	string manipulation	<u>II</u>	CT		
4	29/3	1-D arrays, 2-D arrays	<u>II</u>	CT		
1	30/3	character	<u>II</u>	CT		
2	30/3	multidimensional arrays	<u>III</u>	CT		
3	31/3	Array applications: matrix operations	<u>II</u>	CT		
		<u>Unit IV</u>				
1	6/4	Pointers: Pointer definition,	<u>IV</u>	CT		
2	6/4	Pointer concept,	<u>IV</u>	CT		
2	6/4	initializing pointer variable	<u>IV</u>	CT		

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3	7/4	pointer functions arguments	IV	CT		
3	7/4	passing by address	IV	CT		
4	12/4	dynamic memory,	IV	CT		
4	12/4	address arithmetic	IV	CT		
1	13/4	character pointers and functions.	IV	CT		
2	13/4	pointer to pointer	IV	CT		
4	19/4	pointer and multidimensional array	IV	CT		
4	19/4	dynamic memory management functions	IV	CT		
4	17/4	Command line argument	IV	CT		
1	20/4	derived data types - structures	IV	CT		
1	20/4	declaration definition and	IV	CT		
1	20/4	initialization & structure	IV	CT		
1	20/4	accessing structure	IV	CT		
1	20/4	nested structure	IV	CT		
2	20/4	array of structure	IV	CT		
2	20/4	structures and functions	IV	CT		
2	20/4	pointer to structures	IV	CT		
2	20/4	self referencing structures.	IV	CT		
3	21/4	unions, typedef	IV	CT		
3	21/4	bit-fields, program applic	IV	CT		

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